

### **IN THE SPECIFICATION**

Kindly amend the specification as follows.

Amend the paragraph on page 10 beginning at line 9 as follows.

As the number of base stations increase, the number of possible "hopping" pathways also increase. A backward-learning, spanning tree algorithm is used to select the "hopping" pathway with the lowest "cost" to a given destination. A detailed description of this algorithm can be found in co-pending application U.S. Serial Number 07/769,425, entitled "A RADIO FREQUENCY LOCAL AREA NETWORK" filed October 1, 1991 in the names of Meier et al. (~~Attorney Docket No. 91-P-668~~), which is incorporated herein by reference. Basically to summarize, a "cost" is assigned to every direct communication link in the network. This "cost" factor takes into account the communication bandwidth of a particular link. Next, the spanning tree algorithm using backward learning identifies the "hopping" pathway of lowest "cost" from any source to any destination. Whenever any direct link is faulty or a "hopping point" (a base station for example) is moved or breaks down, an alternative low "cost" pathway can be used. This provides an inherent redundancy to the network.

### **IN THE ABSTRACT**

Please delete the abstract and replace it with the substitute abstract on the following page.